

TIFFANY STAR

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10/89b

STAFF: Mike Mikesch and Ed Edwards.

TIFFANY STAR is a bi-monthly amateur periodical published in support of the History of the Imperium Working Group (HIWG). The activities of HIWG are devoted to the development of the setting for Game Designers' Workshop's (GDW) science fiction role playing game of the far future, TRAVELLER. TRAVELLER is the registered trademark of GDW and is used with permission only. Portions of this periodical are derived from other TRAVELLER materials published by GDW or Digest Group Publications and are the copyright of the

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Articles and illustrations are welcome and encouraged. Send mail to Mike Mikesch, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.

THUNDER FROM ABOVE

by Joe D. Fugate, Sr.

9/29/89

New Challenge Managing Editor

As a matter of fact, Tim Brown was the most recent Managing Editor of Challenge. Both Tim Brown and our own Bill Connors have accepted jobs at TSR. We will see little more of their work in the Traveller arena from now on (and their loss will be felt...). Michelle Sturgeon took Tim Brown's place.

James Holden and Deb Zeigler (Rob Caswell's significant other) will fill the void left by Bill. (See Bill, it took two people to take your place...)

—Joe, DGP

P.S. The Traveller novel proposal is looking more substantial day by day. When we have a firm contract in place, we'll give you the details. It's looking good, however.

DGP SCHEDULE as of August 1989...

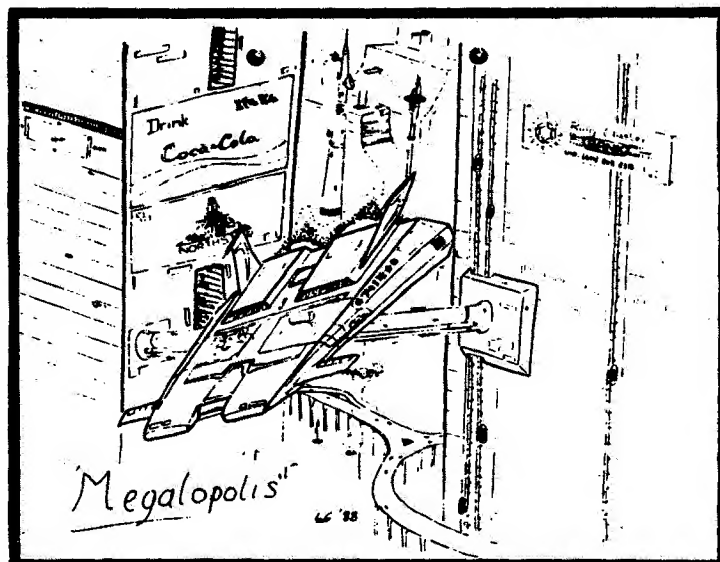
This schedule is tentative, says Joe Fugate of DGP.

Coming 1989

- TD 17 (September)
- Vilani and Vargr: The Coreward Races (October/November)
- The Black Duke: Campaign Sourcebook 1 (December/January)

Coming 1990 (Tentative)

- TD 18 (January/February)
- World Builder's on Computer (January/February)
- Second Survey on Computer (January/February)
- The Onnesium Quest, Trilogy vol 1 (48-pages, Spring) [written by Phil Athens]
- TD 19 (April/May)
- Robots and Cyborgs (Summer)
- TD 20 (July)
- Grand Explorations: The Human Discoveries (Summer)
- TD 21 Deluxe (October)
- Asian and Solomani: The Rimward Races (Fall)
- Antares Down, The Onnesium Quest, Trilogy volume 2 (48-pages, Fall)
- Starship Operator's Manual, vol 2 (Winter 1990/Spring 1991)



WHAT IN THE STARS

by Mike Mikesch

DIGEST #19 will feature brief articles on Riftspan and Deneb Sectors. People can offer input (deadline 11/20/89) to James Holden; 923 Clint Smith; Ducanville, TX 75137. DIGEST #20 will feature Trojan Reach (Mike Jackson's?) and Reft Sectors (deadline 1/15/90). These will include UWP data.

Artists: I'm running low on illos. Inked material, rather than pencil, is preferred.

The "Black Knights" article in TS#10 was something I sent to Rob Caswell earlier this year to serve either as a side-bar or library data entry. He hasn't said if its going to be included. By the way, the Hiver in the banner for Ed's Chairsophont column is Rob's, an illo he put at the bottom of a postcard.



HIMB CHAIRSOPHONT LETTER

by Ed Edwards



Dear Fellow TRAVELLER:

10/5/89

HIMB appears to be at a nexus of opportunities. The interest in HIMB has never been greater than right now in respect both to fannish interest and professional interest. The opportunity for individual HIMBers to excel has never been so high.

To properly document the level of HIMB interest I levy the following mandatory HIMB assignment upon all HIMBers:

1990 GOALS

Write a single, clear, and concise sentence stating your personal goal for 1990 for each HIMB post that you hold.

MAKE A GOAL - ACHIEVE THE GOAL!!!

All goals can (and probably should) be stated in a single sentence. This format forces the goal maker to determine the most important aspect of what they are doing. A single sentence allows the goal maker to focus on a single objective instead of doing a lot of wandering about aimlessly.

I intend to print the replies in a December issue of TB so the sentences are due by 27 Nov 89. Printing these goal sentences will allow all HIMBers to see where other HIMBers are going (maybe avoiding a few head-on collisions?). We as a group of HIMBers can see where the group is going.

Send your 1990 goal sentence to: Ed Edwards, 1410 E. Boyd, Norman, OK 73071.

Failure to complete this assignment will be accepted as a de facto resignation from your post.

Here is my goal as HIMB Chairsophont:

Ed Edwards' goal as HIMB Chairsophont for 1990 is to have a well oiled HIMB machine which produces conflict-free Rebellion facts for the professional TRAVELLER press.

So we can print all the goals in a limited space in TB, I propose the following abbreviated method of saying the same things:

Ed Edwards, HIMB Chairsophont: to have a well oiled HIMB machine which produces conflict-free Rebellion facts for the professional

abbreviated form:

<name>, <post title>: <goal phrase>.

Here are some of my other goals:

Ed Edwards, HIMB Docs Distributor: to distribute all HIMB documents within three days of receiving an order and to have documented copies of new HIMB docs within two weeks of receipt.

Ed Edwards, Sylea Domain Analyst: to have sufficient materials for the development of an approved plan for the Sylea Domain Adventure Sourcebook and to have the plan being worked by a professional writer.

Ed Edwards, Massilia Sector Analyst: to find another analysts who will complete the Massilia Project: a micro test bed for Rebellion conflict and adventure.

Ed Edwards, default Ilelish Domain Analyst: to find an outstanding professional writer to coordinate developments in the Ilelish Domain.

HIMB Doc ABSTRACT

I intend that all new HIMB Docs have abstracts. These should be added to the document after writing and before distribution. It will take awhile to get

HIMBers doing that, so here is an abstract of the newest HIMB Doc.

Comments on the usefulness of this format are solicited. Is this useful if you don't read the document? Does it make you want to read the document if you are in an effort where the facts in this document might make a difference?

SUBJECT: 4402: Daibel Sector Political Development

HIMB Doc #4402, 7 pages, by Bob Range

ABSTRACT:

1) describes the four political regions of the Sector and the derivation of each: Andani core - Vilani; Frontier (spinward edge) - cosmopolitan; Rift (coreward edge) - Ilelish; Border (rimward edge) - mixed Imperial/Solomani.

2) gives the name, title, and statistics for about 25 key individuals in the sector. This includes Duke Litininin Horvath of Andani (Dulinar supporting lead duke at the start of the Rebellion) and Duke Craig of Marinir (Daibel independence leader).

3) a table of IISS squadrons of the sector giving the squadron number and squadron type of each. Because this is the first document to define the mission types possible for IISS, it is recommended reading for all sector analysts who may wish to further develop their own sector's IISS.

Mega Good HIMBing!!

THE MEGATRAVELLER ALIEN, Volume 1
Vilani and Vargr: The Coreward Races 8/4/89

The Vilani. Founders of the oldest human empire in charted space. Their alien cultural views form the basis for many modern Imperial ideals. Like don't trust technology. Anyone who likes to read technical manuals is perverted. Or that the lone merchant is a fool.

The Vargr. Humans call them barkers, growlers, or even worse, doggies. Plucked from earth a quarter of a million years ago and manipulated into intelligence by the mysterious Ancients, how could this dog race — a race that knows no long-term loyalties — ever be cohesive enough to become starfaring?

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Available Fall 1989.

Other MegaTraveller Alien titles to be published in the future:

- Aslan and Solomani: The Rimward Races (volume 2)
- Zhodani and Droyne: The Psionic Races (volume 3)
- K'kree and Hiver: The Exotic Races (volume 4)
- Humans and Non-humans: The Minor Races (volume 5)

SHATTERED IMPERIUM: MARGARET

by Mike Mikes

This article was intended for a column of Rebellion source material. It was easy to throw in to make a second sheet, having already been keyed in and formatted. It does not mean Tiffany Star hereafter will have two sheets. But if folks send me photo-ready page submissions, I might be able to keep it two. - MM

Margaret narrowly escaped Capital through the daring aid of her retainers on the day Strephon was assassinated. Since that time, she assembled a base of power rooted at Anaxias (Delphi 0724 A233A85-D). Her faction lacked the early blessing of a strong navy since by the time she reached her estates, the sector fleets of both Delphi and Massilia were already moving to assemble for action against Dulinor.

Fortunately, her plans call little for military enterprising. Margaret is quite capable in matters of economic management and relies heavily on that talent. Instead of allowing her region to be helplessly caught up in the turbulent tides of war, she is turning their thoughts to regional prosperity. While other factions are trying to win the hearts and minds of Imperial citizens with insubstantial rhetoric, Margaret has the very real example of her own worlds to point to. "Here is stability and security. Follow me, and this too can be yours."

Commanding both depots of Delphi sector, Margaret in fact possesses a sizable number of naval ships, although aged or obsolete. These are augmented by not a few late model vessels whose crew defected to her cause. However, her fleets are governed by a strict and well advertised policy of not entering offensive action. Their mission is to counter outside threats to worlds loyal to her, and to patrol their starlanes.

Tukera Lines -

The policy of non-aggression does not restrain her from involvements outside of her immediate sphere of influence. One such is her Recruitment and Relocation Program. Since early in the Rebellion, many left Lucan's Imperium to reside among the worlds governed by Margaret. She set out to encourage this by enlisting the aid of the Vemene, Tukera Lines' covert branch, and began a deliberate search for noblemen, officers, and people of appreciable talent so as to liberate them from Lucan's control. She makes little use of the Vemene otherwise, although her husband, Count Blaine Trulla Tukera directs other covert operations in her interest.

Count Blaine is the youngest of three brothers in control of Tukera Lines. His responsibilities extended to the rimward portion of the Imperium before the Rebellion. The middle brother, Count Aidan, was in charge of spinward activities (Corridor and beyond). Count Mausag, the eldest, controlled all the rest from Capital. The Rebellion, however, brought economic crisis to Tukera Lines. Expecting the worst and applying foresight, Blaine managed a coup against Mausag swinging a good many divisions and corporate resources under his control, most notably the Vemene.

Tukera, under Count Blaine, is also the sponsor of many privateers. Margaret commonly issues letters of marque for such operations in Bolcomani territory, but none for within what is nominally under Imperial control. Still, the disruption of trade and commerce of opposing factions is an effective strategy, so is left to Tukera in the name of their own interests.

Humanitarian Operations -

Her humanitarian programs to other sectors are no small part of her campaign to become Empress. These activities bring her both favorable attention and

demonstrate the prosperity of her Stronghold to areas outside her sphere of control. The most famous of these is a foundation she established early in 1117 called the Curator Corps. Small fleets were placed on loan, transferred to that neutral authority to bring relief to the areas of Zarushagar and Dagudashaag seriously damaged by clashes between Lucan and Dulinor. The missions conducted by the Curator Corps range from the transfer of disaster relief supplies to reestablishing order on a world aflame with nuclear firestorms.

Blue Wing Squadrons -

Margaret has won admirers throughout the Imperium if only for her beauty and stately manner. An attitude of gallantry is inspired among those in her service. In many areas, it is very much the custom to "defend her honor", be it in verbal argument or in battle. When the Order of the Blue Feather was established in 1117, being a knighthood dedicated to the Margaret's values and objectives, it incorporated a code of conduct reminiscent of early European chivalry.

Contrary to general policy set down through Margaret's government, though, many of these new knights desired aggressive battle in her name, carrying the fight into the areas controlled by Lucan and Dulinor. Funded by various private sources, they assembled several independent squadrons and set off on harassment missions. They became known in the general press as Blue Wing squadrons and figured prominently in contemporary romantic dramas.

Many of these squadrons were formed from ships and crewmen having come to Margaret's Stronghold from other parts of the Imperium. A knight of the Blue Feather would organize those from a specific region, and lead them back into the territory from whence they came. Once abroad, these squadrons often found pockets of supporters for Margaret. These served as bases of operation, allowing the Blue Wings to remain outside of Margaret's Stronghold indefinitely. Some squadrons have also turned to a limited form of piracy, intended primarily as a means supporting the squadron rather than to disrupt trade and commerce.

Although the Blue Wings are entirely apart of the command structure of Margaret's Stronghold, critics often ignore the separation. There are also repeated calls from many of her supporters that she order the Blue Wings to disband or otherwise condemn them. Their activities run contrary to her policy of non-aggression and further fuel the destructive fighting. At the same time, however, other supporters point out that the squadrons make people aware that Margaret remains an alternative to Lucan and Dulinor. Their influence is much broader than her humanitarian efforts, and their daring exploits have attracted many more to Margaret's cause.

VOYAGES

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The controversy over the Blue Wings is ongoing within the Stronghold. Margaret's policy toward them is neither to encourage nor dissuade them, and she seems unlikely to veer from this stand.

Criticisms -

Margaret has many detractors, even among those not favoring another major faction. They often accuse her of being so well insulated in her island of civilization that she has little grasp of the reality outside. The directives she issues to her subjects are sound in theory, but unrealistic in practice. They work only because the desperation of those swearing fealty to her to avoid a Long Night.

It is rare for Margaret to tour her worlds, preferring to remain at the administrative hub on Anaxias. Its more common for her to summon noblemen to visit her in the magnificent surroundings of the ducal palace. Critics have dubbed it "Ivory Tower". The name has carried over into general usage, but the negative connotations are disregarded.

Another point of criticism is that she is seen as excessively ceremonious. She enjoys the glitter of banquets and balls, most especially if she is the center of attention. This has further fueled claims that she lacks a true appreciation of the toil involved in maintain Margaret's Stronghold.

None the less, Margaret's policies have resulted in continued success, demonstrating that her rule is beneficial.

A source of much scandal for Margaret was her involvements in the illegal trade of androids among star systems in Massilia. After her mother died in 1099, the young noblewoman moved from Capital to manage the estates she inherited on Anaxias and commercial holdings in Massilia. She was allegedly approached by Imperial Beneering, LIC seeking a grant for the production of androids. The news of IB's misconduct broke in 1102. It was confirmed that some of the funding came from Margaret's investments, and there was evidence that she had full knowledge that IB was transporting androids for resale to other worlds. However, Margaret's father had died that same year and she was summoned back to Capital before charges were brought against her. Although the incident is closed, other factions, particular Dulinor, have accused her of "encouraging a thriving slave trade" in Massilia.

Yet another source of criticism comes from a growing "cyborg underground". In Imperial society, the union of computerized electro-mechanical components with a human being is thought of as vulgar. People with a high enough percentage of artificial body parts are regarded as something less than human, and referred to as cyborgs. Under Margaret's leadership, the prejudice against such individuals is particular strong in Delphi and Massilia where cyborgs often find themselves rejected by society.

Cyborgs, many of whom became such through no fault of their own, are naturally embittered by the injustice, frequently to the point of taking vengeful action against society and becoming criminal. The Society For Cybernetic Peoples was formed in 1110 with the intent of trying to change public opinion. Unfortunately, having brought together the more violent members for the first time, militant cyborg factions formed that started a growing cycle of cyborg hatred. Isolated acts of terrorism brought reprisals affecting all cyborgs, which inspired further acts of terrorism by more cyborgs.

By 1117, cyborg terrorism had become a serious problem among Margaret's worlds. Since many cyborgs were medically discharged from military service, they were often very skilled in combat, and thus very dangerous. Worse, they are well organized under a cyborg leader named "Id". The original identity of Id

is secret, but he is described as a human brain installed into a powerful, contoured robotic body. His whereabouts is unknown as he is always on the move with his growing pirate fleet in Massilia sector.

Friends and Enemies -

Margaret vocally opposes both Lucan and Dulinor for their villainous acts that put them in power. They are likewise opposed to her, and have made attempts to eliminate her through assassination.

Her sympathies very much favor the Brothers of Varian. She often lends them support although no formal alliances are established. Neither do they automatically extend friendship to Margaret in return as elements within this group may support different factions.

Brzk similarly opposes Lucan and Dulinor, which is cause for some goodwill from Margaret. But since both are contenders for the Throne, no permanent friendship exists.

The Federation of Daibel is on friendly terms with Margaret by default. It has two established enemies, Lucan and the Solomani. Because Margaret is also defending Imperial territory against the Solomani, she is considered a friend.

Substantial goodwill exists between Margaret and many Imperial megacorporations. Beside Tukera Lines, Zirunkariish and General Products, LIC have a particularly strong presence in Margaret's Stronghold.

TIFFANY STAR

by Mike Mikesch

This is a reprint from the original HING flyer, reprinted here for the many new members that probably have never read it.

Tiffany Star: The Imperial Sunburst emblem overlaid with dark fissures. This was used as the insignia of many rallying to the cause of Princess Margaret for its simplicity in altering from the standard Imperial emblem. By 1120, all those allied to her converted to the Flying Grace design, but nonpartisan use of the Tiffany Star continued on throughout the Imperium as warning of the fragmenting empire.

The design was taken from a tiffany glass pendant she frequently wore. The same pendant was recorded as having been worn by Margaret I during her reign, but its origin was traced back to Terra when it was reincorporated into the Imperium in 588. During a widely celebrated winter holiday of that year, several such pendants were circulated as novelty items. A Terran company imported stained glass from many worlds in the Imperium, and hand made them into the design of the Imperial Sunburst, each one unique.

The Tiffany Star is often noted for its uncanny accuracy in depicting the divisions in the Imperium resulting from the Rebellion.

